SCIENCE CENTER ANIMATIONS
MAP Wall and ANALYSIS Computer Schticks: 130 total
FIRST DRAFT

for Internal/ In-House Review only
WORK IN PROGRESS and SUBJECT TO CHANGE (very probably)

THE MAP: a geographic aerial shot of the underwater environment is our starting point. It is a screen shot of the actual model. The animations will take place on this. There are 5 variables to be animated in three series.
The variables are:
CURRENT, ANIMALS, TEMPERATURE, LIGHT and PLANTS (catlip).
The series are:
NORMAL STATE, CAUTIONARY STATE, DANGER STATE.

By clicking on the Science flag, the normal state is activated. You then click on one of the catlip's:
and a movie with an O.V. only is triggered. There are 55 animations required for the MAP wall display (1/4 screen size)

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5 NORMAL STATE MAP ANIMATIONS:

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1) CURRENT: see diagram.
show movement of the water flow by following current lines/depicted as highway like lines

V.O. only
"The current movie showing is showing moving currents. Currents are like the Highways of the Sea; moving plants, seeds, plankton, food for fish and all kinds of sea stuff like so much cargo. Hitch a ride, follow a map and you can get just about anywhere."

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2) ANIMALS: see chart
show population of animals per habitat

V.O.
Because of the unique conditions of each habitat, animals must choose their homes wisely for the best schools and conveniences around. Some animals want peace and quiet while others choose the hub-bub of big sea-city life"

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3)TEMPERATURE: see chart
show temperature by color
V.O.
"What's hot, what's not...Blue is cold, yellow warm and red: Yeeow! too hot. The Kelp Forest being the closest to the surface has the warmest climate, sometimes in the 70's and the 80's Farenhite while the Rocky Caverns get just down right cold...the deeper you go...the colder it gets"

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4) LIGHT: see diagram.
show light by tone
V.O.
"The closer to the surface-the closer to the light...More light means more plants, more fish and more to see. More light-more heat. It works pretty well.

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5) PLANTS: see diagram.
show plants by dots
V.O.
"Plants, like animals, choose their neighborhoods carefully. The light, the temperature, the currents and everything is very critical to where they grow. The kelp forest has oodles and the Under ground caverns have not so many but differant ones, certainly.

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25 CAUTIONARY STATE MAP ANIMATIONS:

Warning lights turn yellow/ 5 per variable (5 variables)
The area that the crisis was triggered is the most dramatically effected. The movie should illustrate the source of the problem but demonstrating that the area where the accident occured is the most altered.
Each movie should be approx. < 5 seconds. They will be viewed one at a time.
The habitat that you have traveled in, data was collected in. If you select your data flag and then current...the movies diplayed will be in the order of your appearance in that habitat. If you only went to one habitat then only one habitat movie is shown. If you went to all 5 then all five are shown :

CAUTIONARY CURRENT: see diagram.
show movement of the water flow by following current lines/depicted as highway like lines:
E
Movie per habitat.

KELP: " **Caution in the Kelp ..It's like someone turned up the faucet...Use extreme care. "**

SANDY : **"Caution..Caution. Sand and all kinds of sea stuff is blowin' all stink..beware. "**

REEF: " **Caution..Currents are increasing...Use extreme care. Reef madness alert."**

CAVERN: " **Unpredictable currents. Currents have reversed direction..use caution. It's wacky. Something is clogged."**

OPEN:" **Caution..Currents are slowing down a measurable amount. No need to panic but I would."**

CAUTIONARY ANIMAL: see diagram.
Change in animal population

Movie per habitat.

KELP: **" Holy Mackeral...fish are starting to leave. Sharks are looking suspicious. Approach with caution."**

SANDY: **"Leapin' Lizards! from the Sandy Sea Floor. O.k, not really lizards but Sting rays are freakin'."**

REEF: **"Animals are leaving. Caution. Caution. Something spooky's going on.""**

CAVERN: " **Caution. Reports of animals with tudes. Approach with caution."**

OPEN:" **I'm not real sure butthe fish ....I think they're like getting drunk or something... Approach with caution."**

CAUTIONARY TEMPERATURE: see diagram.
Change in TEMPERATURE
Movie per habitat.

KELP: " **Caution..Temperature is going all bazonkers..Hot and cold, hot and cold ..Use extreme care. "**

SANDY:" **Caution..Temperature is increasing rapidly ...Use extreme care. Do not wear a sweater .. Beware"**

REEF: " **Caution..Temperature has not made up it's mind. Changing rapidly...Use extreme care. Caution ."**

CAVERN:" **Caution..Temperature is dropping. little bit and then rising. What gives?"**

OPEN:" **Caution..Temperature is becoming slightly goofy. Getting a little warmer..warmer still. Now cold. Go figure.**

CAUTIONARY LIGHT: see diagram.
Change in light

Movie per habitat.

KELP:" **Caution..light is changing..The fog is lifting so it should be easier to see but there's so much stuff floating around that it's harder to see. see for yourself, I'm confused."**

SANDY: " **Caution..light is increasing but visibilty is dropping. . caution..Red Tide alert..**

REEF: " **Caution..slight decrease of light..but it's getting harder to see.**

CAVERN: **Caution. If you think that It was dark before..it's really dark now**

OPEN:" **Caution..getting darker..and and darker.."**

CAUTIONARY PLANT: see diagram.
Change in plant population

Movie per habitat.

KELP:" **Caution..Plant life is becoming rather unhappy. They are, in fact, appear to be dying."**

SANDY:" **Caution..Increase of Plankton...poisonous plankton is measured. Plants,particularly the happy green ones are leaving."**

REEF: " **Caution..Plants are dying or so it seems."**

CAVERN:" **No known change..but we suspect that something wierd is going on"**

OPEN: " **Caution..plants are not happy. They may be sick..Beware"**

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25 DANGER STATE MAP ANIMATIONS:

Warning lights turn RED/ 5 per variable (5 variables)

Each movie should be approx. 5 seconds. They will be viewed one at a time.
The habitat that you have traveled in, data was collected in. If you select your data flag and then current...the movies diplayed will be in the order of your appearance in that habitat. If you only went to one habitat then only one habitat movie is shown. If you went to all 5 then all five are shown :

DANGER CURRENT: see diagram.
show movement of the water flow by following current lines/depicted as highway like lines:
E
Movie per habitat.

KELP: **" DANGER.DANGER: currents are extremely fast and unpredictable. DANGER"**

SANDY:**" DANGER.DANGER: currents are extremely wacky. Hold onto your bricks if you're going in here."**

REEF:**" DANGER.DANGER: Many currents are changing and crossing paths. Extreme DANGER"**

CAVERN:**" DANGER.DANGER: NO KNOWN DATA as the currents are changing too fast. DANGER"**

OPEN:**NO known data at this time but conditions are dangerous.**

DANGER ANIMAL: see diagram.
Change in animal population

Movie per habitat.

KELP: **YIKES! Shark attacks are present. New reports every minute. DANGER!**

SANDY: **DANGER..SAW FISH cut to the chase... Repeat: Saw fish are attacking. DANGER!**

REEF: **" DANGER.DANGER: OCTOPUS are on the attack. DANGER: Bogus barnacles!"**

CAVERN: **" DANGER.DANGER: All life is acting dangerously wierd. DANGER"**

OPEN: **" DANGER.DANGER: Everything is attacking everything. It's like a playground fight down there. DANGER"**

DANGER TEMPERATURE: see diagram.
Change in TEMPERATURE
Movie per habitat.

KELP: **"Help the Kelp! temperature is dropping and rising indicating that danger is there! SAVE THE FOREST."**

SANDY: **"HOT HOT HOT...man, it's hat...danger danger danger."**

REEF: **Temperature is dangerously erratic. The reefs will be destroyed if something isn't done.**

CAVERN: **Temperature is dangerously changing ever other minute. DANGER DANGER**

OPEN: **To cold for even ice cream to be happy. Danger Danger**

DANGER LIGHT: see diagram.
Change in light

Movie per habitat.

KELP:" **DANGER. The light is now in the red zone.Danger"**

SANDY: "**Decreasing visibility...RED TIDE IS IN...Dangerously high level of red plankton. Danger!"**

REEF: "**Light decreasing in intensity...danger dcreased visibilty."**

CAVERN: "**Danger... light...black..blacker...danger...red"**

OPEN:"**DANGER DANGER...light changing...even less now."**

DANGER PLANT: see diagram.
Change in plant population

Movie per habitat.

KELP:"**KELP needs help..danger...danger..all plants are in trouble.Those that are left that is... SAVE THE FOREST."**

SANDY:"**DANGER..Plankton increase to danger level...RED TIDE..all other life is disappearing at an alarming rate. "**

REEF: "**DANGER! plant life decreasing at an alarming rate** (sound alarm)"

CAVERN:**"the little life left is leaving fast..The Rocky caverns are in the RED. danger danger."**

OPEN:**DANGER in the open Sea. Danger!"**

THE ANALYSIS WALL: a sample can be clicked and dragged to the viewing screen. An animation of approximately 5 seconds each will identify the sample selected. Any object that can be gathered up or used as an inventory item could be subject to placing on the analysis machine. In most cases there are three states of the object selected: NORMAL, CAUTIONARY, DANGER

To date, there are 22 items (x3) 66 animations total in the analysis wall. Sometimes an action movie, sometimes moving charts, sometimes microscopic footage...

ITEMS:

1) standard plant*
2) water
3) Red Tide
4) manhole cover*
5) pizza
6) unknown fish 1
7) unknown plant
8) coral
9) kelp
10) urchin+
11) stone snail+
12) unkown found object
13) antidote*
14) zillion old rootbeer
15) little fish (LEGO angel fish)
16) eel+
17) camera
18) stun gun+
19) brick*
20) a LEGO head
21) soda can
22) an old LEGO tire
23) Bioluminescence
24) barnacles+
25) Pearl

*** inventory needed to solve crisis**
+ Items used to capture the Brickster

ANALYSIS / COMPUTER MOVIES:

STANDARD PLANT (NORMAL) **:**
Slow zoom into the LEGO plant...dissolve into a green LEGO house..dissolve into a well-furnished cartoon living room (LEGO furniture) with plant cell dad and plant cell mom and two plant cell kids playing with LEGO bricks on the floor. They all look up and smile...
Voice over: "This is a normal healthy and happy plant.Let's take a closer look (at dissolve)
The plant is a home that consists of cells.(at dissolve) **A cell is a basic unit in the structure of living matter consisting of nuclear cytoplasmic material enclosed by a semipermeable membrane...or simply put: the building bricks of life."**

STANDARD PLANT (CAUTION) **:**
Slow zoom into a brown LEGO plant...dissolve into a brown LEGO house..dissolve into a semi-furnished room with plant cell dad with a thermometer in mouth and plant cell mom and two plant cell kids sick in bed. They all look up and look sad
Voice over: "Plants, like people can get sick...When cells don't get what they want or need...it can get downright ugly. This plant sample is there. It's an ugly plant. Watch out!"

STANDARD PLANT (DANGER) **:**
Slow zoom into a grey LEGO plant...dissolve into a grey LEGO jail cell..dissolve into a unfurnished room with a bunch of bad mean lookin' cartoon plant cells.
Voice over: "When things get real bad in the plant world...It's every cell for themselves...This plant is bad news."

SEA WATER (NORMAL) **:**
a globe squeezes all the water out into a glass. Zoom into water and a smiling fish swims by (LEGO FISH)
Voice over: " 71% of the Earth's surface is covered with water..and that's just the way it should be. This is a sample of good healthy water and that's very good."

SEA WATER (CAUTION) **:**
A spinning globe splooshing water all over the place dissolve to water with mean looking bacteria floating around.
Voice over: " This water sample is just bad...Something's fishy.No, not fishy-you know what I mean there's something in there that shouldn't be...fish should be. It's just bad."

SEA WATER (DANGER) **:**
Fast zoom into water where dangerous looking pirate bacteria are bumping about.
Voice over: " Danger danger. Bad water and keeping in mind that 71% of the planet is covered in this...HELP!"

RED TIDE (NORMAL, CAUTION,DANGER) :
Fast zoom into water turning red where dangerous looking red bacteria with red derbys and are smoking red cigars...fade to red.
Voice over: " The red tide is...well, red...but more importantly it's dangerous and deadly. It's red because hot water produced a red plankton that is toxic. When a lot is produced a lot the tide becomes red and dangerous!"

MANHOLE COVER (NORMAL, CAUTION,DANGER) :
A hole and from up above drops a manhole cover (LEGO piece) it slams shut. Cut to another hole and the manhole cover drops down and wobbles in place.
Voice over: " What? There's no big mystery here. It's a manhole cover. Put it over things that are open. What?"

PIZZA (NORMAL, CAUTION,DANGER) :
A tub of water and LEGO hands reaching down from top screen ...a lego pizza in one hand and a real pizza slice in the other. He dips the real pizza in and pulls out a soggy mess .He pulls the LEGO one out and it sparkles
Voice over: " Pizza is normally not found in the sea like this but this is the phanta sea after all. Normally pizza gets incredibly soggy but LEGO pizzas, unlike the normal soggy pizzas can last pretty much forever."

UNKNOWN FISH (NORMAL, CAUTION,DANGER) :
Grid paper and charts and graphs going up and down and wave charts...LEGO fish swims in and out
Voice over: " No known data at this time..appears to be a fish but can not identify."

UNKNOWN PLANT (NORMAL, CAUTION,DANGER) :
Grid paper and charts and graphs going up and down and wave charts...line drawings of differant LEGO plants appear and disappear
Voice over: " No known data at this time..appears to be a plant but can not identify."

CORAL (NORMAL) :
A shot of coral (LEGO CORAL). zoom into and a LEGO skeleton runs across stops holding a lego brick dissolve into a scene of lego skeletons building a LEGO houses.
Voice over: "This is a normal healthy and happy coral. Coral is actually a type of home built from the skeleton s of tiny animals like polyps and anemones. It makes a very cool, very colorful neighborhood to grow up in..for fish."

CORAL (CAUTION) :
Neighborhood from above is slowly deconstructing..bricks dropping off buildings
Voice over: "This is a very sensitive neighborhood and can fall apart at a drop of a hat. Your sample is one from one such neighborhood. Something happened here."

CORAL (DANGER) **:**
Neighborhood from above is completely fallen apart. Fish are swimming away with suit cases. LEGO ghosts appear
Voice over: "This sample of coral is from a bad neighborhood. No schools, very little food left. It is almost a ghost town."

KELP (NORMAL) **:**
Show swaying kelp .dissolve into pulsing fluids. Dissolve to a spirited conga line of kelp dissolve to kelp floating on a pool toy in a pool
Voice over: "This is a healthy sample of kelp..a very cool plant that-check this out-has no roots. It stays a float with a bulbs filled with gas"

KELP (CAUTION) **:**
Show kelp bumping into each other...some start pushing each other.
Voice over: "This is a cautionary sample of kelp. There's something wrong here. Could be what they're eating or maybe the water is changing around them."

KELP (DANGER) **:**
Kelp falling down and and collapsing
Voice over: "This sample of kelp is in trouble.Help the Kelp!

URCHIN (NORMAL) **:**
A shot of a smiling urchin. dissolve to darts hitting bulleyes target
Voice over: "This is a normal healthy and happy Sea urchin. It's healthy to make sure you may not be. It has spines all over itself that it uses as darts on all that get too close. Some are poisonous.

URCHIN (CAUTION) **:**
Same as above...but urchine looks sad. darts are missing target
Voice over: "This is a sad, not well urchine. Something is wrong in his diet or the neighborhood that you found him in.."

URCHIN (DANGER) **:**
Urchine is in bed looking sick/thermometer in mouth
Voice over: "Poor urchin. poor wretched urchin. Very sick."

STONE SNAIL (NORMAL) **:**
Stone snail creeps across a table that is set for dinner. ..and then in slow motion sticks his tongue out across the screen and pulls in a fish and puts it on the plate
Voice over: "Yikes! This is a normal healthy and happy Stone Snail. Happy for the snail but not for his dinner guest."

STONE SNAIL (CAUTION) **:**
Snail wobbels across table and shoots out tongue. Drags a LEGO brick back
Voice over: "Not a healthy stone fish at all. Trouble with the menu..no food out there perhaps."

STONE SNAIL (DANGER) :
Snail wobbles in and gives a bronx cheer
Voice over: "The stone snail. This one appears to be on it's last legs. Nuff said."

UNKNOWN FOUND OBJECT (normal,caution, danger) :
graphs charts and line drawings of all kinds of stuff fade in and out
Voice over: "No idea. No idea at all. Could be a piece of ancient pottery or..no, no idea."

ANTIDOTE (normal,caution, danger) :
Zoom into a bottle of liquid. Dissolve mbulances and trucks (LEGO) that drive up, open it's doors and smiling bacterias come swimming out.
Voice over: "The poison killers ... Bacteria that does good by destroying the bad bacteria. This stuff is good. These guys are your friends and a poison's nightmare-if poison were to ever sleep that is.'

ZILLION YEAR OLD ROOT BEER (normal,caution, danger) :
Zoom into a liquid/like- root beer and dissolve into a dingy pool hall like room (LEGO-like). Mean looking and old looking bacteria playing pool and smoking cigars.
Voice over: "These guys are bad..mean , ornery .O ld and bad . They used to be good old fashion root beer, I think ...but something happened over a zillion years... They're a dangerous bunch now and are the neighborhood bullies.. Maybe it isn't their fault...maybe it's societies. I don't know. ..just be very careful. This is dangerous stuff and will beat up good water for nothing.

LITTLE FISH (NORMAL) :
LEGO fish is seen swimming in circles and smiling. Fish then sings the scales (lalalala) cut to scales of fish showing pattern of overlap. cut to fish swimming in circle
Voice over: "A fish. A cold blooded aquatic animal with gills, fins and scales. This is a good fish but a very bad singer."

LITTLE FISH (CAUTION) :
Same fish now slowly swimming around with a hot water bottle on his head and a thermometer in his mouth.
Voice over: "This is not a happy fish. For a fish: a change in the water, temperature, light, plants or neighbors can be very dangerous."

LITTLE FISH (DANGER) :
Same fish with bandaids on him and he is limping with crutches under fins
Voice over: "Oh boy-ohboyohboyohboy. tsk tsk. tsk..No, this isn't good. Not good at all.

EEL(NORMAL) **:**
Swimming in a circle and emmitting an electric shock each
Voice over: "This snakelike critter is an eel. This particular one is capable of emmitting strong electrical charges. Shocking, isn't it?"

EEL (CAUTION) **:**
Slower eel..emmitting static in weakened charges.
Voice over: " If this wasn't an electric eel...I'd say the batteries are running low."

EEL (DANGER) **:**
Same eel with two batteries attached.
Voice over: "This eel is on his last legs.."

CAMERA (normal, caution, danger) **:**
camera(LEGO) zoom into lense..contact sheet of mini figure (infomaniac) walking ala Muybridge.
Voice over: "UH- this is a camera...*duh*...use it to take pictures. Very rarely do you take pictures of the camera...but I kind of like the idea."

TURBO FISH STUNULATOR (normal, caution, danger) **:**
still image of stun gun
Voice over: "UH- this is the TurboFish Stunulator: the stun gun that isn't quite finished yet and it may or may not work too well but this is an emergency so...good luck"

LEGO BRICK (normal, caution, danger) **:**
Movie of a LEGO brick show stud side and post side and connecting,etc...
Voice over: "BEEP BEEP...Good Play! Good Play!"

LEGO HEAD (normal, caution, danger) **:**
Movie of LEGO head..dissolving from line drawings to any kind of head schtick (LEGO HEAD)
Voice over: "Hey! that's some guy's head..Bring it back to him. He may need it"

SODA CAN (normal, caution, danger) **:**
Phony soda ad (NO TEXT)...Lego couple drinking soda from cans on the beach at sunset. They toss them into the water. We watch them sink and a fish swims up and swallows it and swims away with the can shape in him.
Voice over: " Drinks in cans are not only convenient but often very refreshing. When the drink is gone,however, the can could last for well zillions of years. Recycle!"
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OLD TIRE (LEGO) (normal, caution, danger) **:**
Show tire rolling and into the water. Show shark swimming through and getting stuck and swimming away with tire around him.
Voice over: "This is a retired tire. Not meant to be seen in the sea at all. Recycle!"

BIOLUMINESCENCE (NORMAL) **: TBD**
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Voice over: ""

BIOLUMINESCENCE (CAUTION) **:TBD**

Sl
Voice over: "
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BIOLUMINESCENCE (DANGER) **:TBD**

S
Voice over: "

BARNACLES (NORMAL) **:TBD**

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Voice over: ""

BARNACLES (CAUTION) **:TBD**

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Voice over: "
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BARNACLES (DANGER) **:TBD**

S
Voice over: "

A PEARL (normal, caution, danger) **:TBD**

c
Voice over: "."

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55 animations required for the map
75 required for the analysis wall.....130 total 2D animations